

USER INPUTS
PRIORITY RANKING
FOR PHOTOGRAPH
AT SOME POINT
BEFORE OR AFTER
STORING

DECIDE TO TAKE A PHOTO

PRESS BUTTON

SCENE IMAGE CAPTURED
IN BUFFER AS IMAGE
RECORD

IMAGE
OF SCENE

40

CONTROLLER EVALUATES MAIN MEMORY REQUIREMENT
AND CHECKS AVAILABILITY OF MAIN MEMORY

ENOUGH MAIN MEMORY FREE ?

NO

YES

STORE TO MAIN MEMORY

COMPRESS / DELETE
SELECTED IMAGE(S)

CHECK FREE MEMORY

Fig. 3

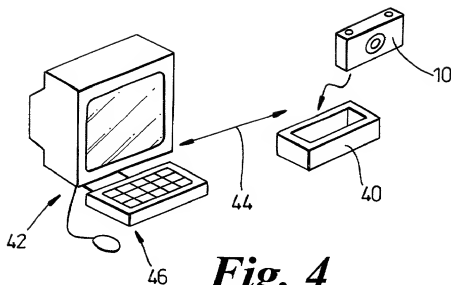


Fig. 4

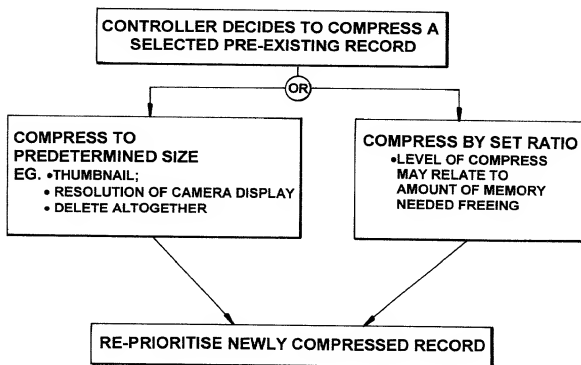


Fig. 7

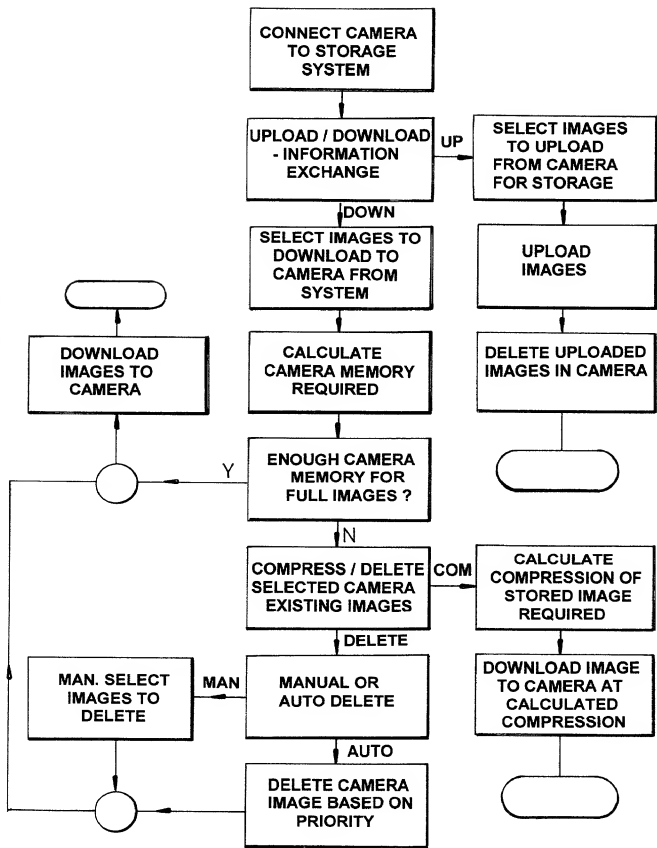


Fig. 5

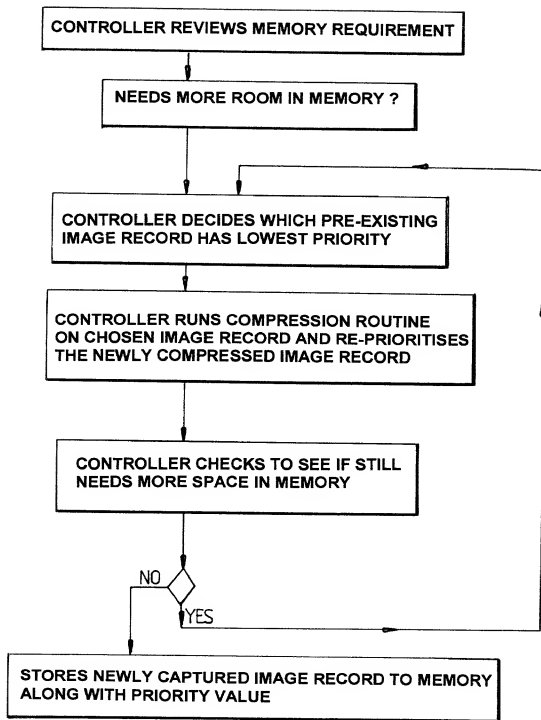


Fig. 6

60 20

<input type="checkbox"/>	VIEW LIBRARY
<input type="checkbox"/>	COMPRESS / DELETE
<input type="checkbox"/>	CAPTURE AT FULL RES / SCREEN RES
<input type="checkbox"/>	AUTO COMPRESS / MANUAL OK
<input type="checkbox"/>	MANUAL COMPRESS SELECTION
<input type="checkbox"/>	OTHER

Fig. 6A

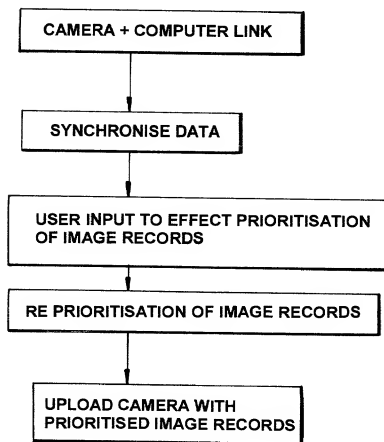


Fig. 8

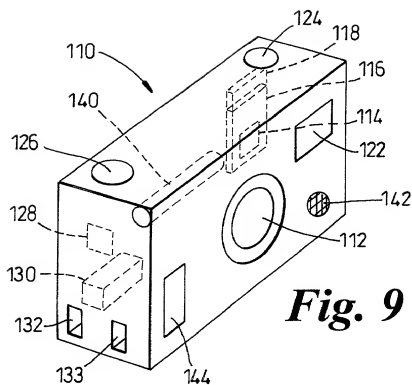


Fig. 9

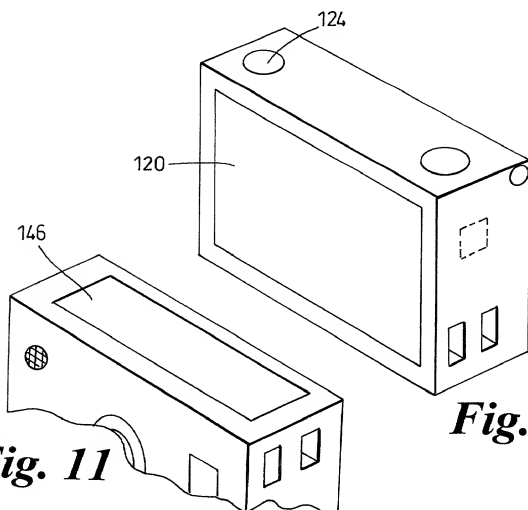


Fig. 10

Fig. 11

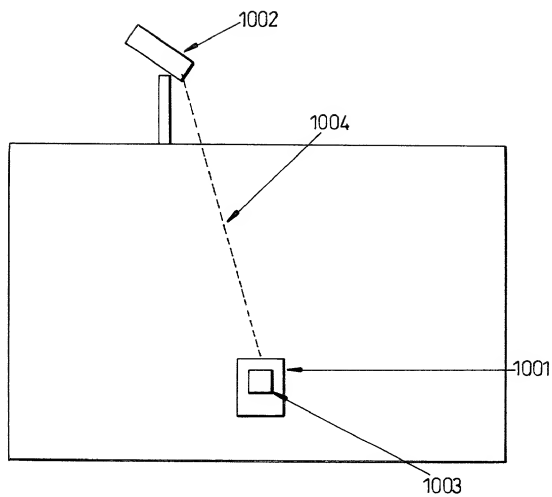


Fig. 12